

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently Amended) A computer implemented method of providing a graphical display for a desktop application, comprising:
  - 3        providing an application programming interface associated with a three-dimensional graphics card, the application programming interface to process at least two-dimensional scene graph commands;
  - 6        generating at least one two-dimensional scene graph object command to create a respective at least one two-dimensional object;
  - 8        receiving the at least one two-dimensional scene graph object command with the application programming interface;
  - 10      generating two-dimensional scene graph data in accordance with the receiving the at least one two-dimensional scene graph object command, the two-dimensional scene graph data including the at least one two dimensional object;
  - 13      generating scene graph data in conjunction with a central processing unit, the scene graph data including at least one two-dimensional object;
  - 15      storing the two-dimensional scene graph data as part of a scene graph data group in a local memory disposed upon a three-dimensional graphics circuit module coupled to the central processing unit, wherein the three-dimensional graphics circuit module has includes a local processor coupled to the local memory; and wherein the three-dimensional graphics circuit module is adapted to generate the graphical display via the local processor;
  - 20      generating a two-dimensional scene graph display command to render, wherein the scene graph display command is associated with the at least one two-dimensional object;
  - 22      interpreting the two-dimensional scene graph display command with the three-dimensional graphics circuit module; and

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24        displaying rendering at least one two-dimensional image on the graphical display with the  
25        three-dimensional graphics circuit modulelocal processor in accordance with the interpreting,  
26        wherein the at least one two-dimensional image is associated derived from with the at least one  
27        two-dimensional object stored in the local memory.

1        2. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional  
2        scene graph display command includes:

3            receiving object data associated with a selected one of the at least one two-dimensional  
4        object; and

5            associating the object data with the selected one of the at least one two-dimensional  
6        object to provide the scene graph display command.

1        3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and  
2        is associated with at least one of an aircraft and a geographic feature.

1        4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents  
2        an aircraft.

1        5. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional  
2        scene graph data includes generating the two-dimensional scene graph data including at least one  
3        of a first two-dimensional scene graph data portion representing a land geography, and a second  
4        two-dimensional scene graph data portion representing one or more aircraft.

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1        6. (Currently Amended) The method of Claim 1, wherein the generating the scene graph data  
2        includes generating the scene graph data associated with at least one two-dimensional object and  
3        withfurther comprising rendering at least one three-dimensional image on the computer screen at  
4        in accordance with at least one three-dimensional object stored in the local memory.

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- 1    7. (Currently Amended) The method of Claim 1, wherein the two-dimensional scene graph data  
2    includes at least one text object, the at least one two-dimensional object includes at least one text  
3    character, and the at least one two-dimensional image includes at least one text character image.
- 1    8. (Currently Amended) A computer program-readable storage medium having computer  
2    readable code thereon for providing a graphical display for a desktop application, the medium  
3    comprising:  
4         instructions for providing an application programming interface associated with a three-  
5         dimensional graphics card, the application programming interface to process at least two-  
6         dimensional scene graph commands;  
7         instructions for generating at least one two-dimensional scene graph object command to  
8         create a respective at least one two-dimensional object;  
9         instructions for receiving the at least one two-dimensional scene graph object command  
10        with the application programming interface;  
11        instructions for generating two-dimensional scene graph data in accordance with the  
12        receiving the at least one two-dimensional scene graph object command, the two-dimensional  
13        scene graph data including the at least one two dimensional object;  
14        instructions for generating scene graph data in conjunction with a central processing unit,  
15        the scene graph data including at least one two-dimensional object;  
16        instructions for storing the two-dimensional scene graph data as part of a scene graph  
17        data group in a local memory disposed upon a three-dimensional graphics circuit module  
18        coupled to the central processing unit, wherein the three-dimensional graphics circuit module has  
19        a local processor coupled to the local memory; and wherein the three-dimensional graphics  
20        circuit module is adapted to generate the graphical display via the local processor;  
21        instructions for generating a two-dimensional scene graph display command to render  
22        associated with the at least one two-dimensional object;  
23        instructions for interpreting the two-dimensional scene graph display command with the  
24        three-dimensional graphics circuit module; and

25 instructions for displaying rendering at least one two-dimensional image on the graphical  
26 display with the three-dimensional graphics circuit modulelocal processor in accordance with the  
27 instructions for interpreting, wherein the at least one two-dimensional image is associated with  
28 derived from the at least one two-dimensional object stored in the local memory.

1 9. (Currently Amended) The computer-readable storage program medium Claim 8, wherein the  
2 instructions for generating a two-dimensional scene graph display command include:

3 instructions for receiving object data associated with a selected one of the at least one  
4 two-dimensional object; and

5 instructions for associating the object data with the selected one of the at least one two-  
6 dimensional object to provide the scene graph display command.

1 10. (Currently Amended) The computer-readable storage program medium Claim 9, wherein  
2 the object data is provided by a radar system and is associated with at least one of an aircraft and  
3 a geographic feature.

1 11. (Currently Amended) The computer-readable storage program medium Claim 8, wherein  
2 the at least one two-dimensional object represents an aircraft.

1 12. (Currently Amended) The computer-readable storage program medium Claim 8, wherein  
2 the instructions for generating the two-dimensional scene graph data include instructions for  
3 generating the two-dimensional scene graph data including at least one of a first two-dimensional  
4 scene graph data portion representing a land geography, and a second two-dimensional scene  
5 graph data portion representing one or more aircraft.

1 13. (Currently Amended) The computer-readable storage program medium Claim 8, wherein  
2 the further comprising instructions for rendering at least one three-dimensional image on the  
3 computer screen in accordance with generating the scene graph data include instructions for

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4 generating the scene graph data associated with at least one two-dimensional object and with at  
5 least one three-dimensional object.

1 14. (Currently Amended) The computer-readable storage program medium Claim 8, wherein  
2 the two-dimensional scene graph data includes at least one text object, the at least one two-  
3 dimensional object includes at least one text character, and the at least one two-dimensional  
4 image includes at least one text character image.

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1 15. (Currently Amended) A computer-implemented radar system for providing a graphical  
2 display for a desktop application, comprising:

3 a radar for providing radar data representative of an aircraft, wherein the radar data  
4 includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data  
5 includes a radar-data identifier that associates the radar data with the aircraft;

6 a display processor having a scene graph display command generator for generating a  
7 two-dimensional scene graph object command to create a respective two-dimensional object  
8 representative of the aircraft, and also for generating a two-dimensional scene graph display  
9 command associated with to render scene graph data including at least one a two-dimensional  
10 image representative of the two-dimensional object, wherein the display processor includes an  
11 association processor to:

12 receive the radar data; and

13 associate the radar data with the two-dimensional object representative of  
14 the aircraft;

15 an application programming interface associated with a three-dimensional graphics card,  
16 the application programming interface to process at least two-dimensional scene graph  
17 commands; and

18 a three-dimensional graphics circuit module coupled to the display processor and to the  
19 application programming interface, wherein the three-dimensional graphics circuit module has  
20 includes a local memory disposed thereon and a local processor coupled to the local memory,  
21 and wherein the three-dimensional graphics circuit module is adapted to generate the graphical

22 display via the local processor, wherein the three-dimensional graphics circuit module is adapted  
23 to store stores the two-dimensional scene graph data as part of a scene graph data group in the  
24 local memory, and wherein the three-dimensional graphics circuit module is adapted to interpret  
25 interprets the two-dimensional scene graph display command, wherein the three-dimensional  
26 graphics circuit module generates the graphical display via the local processor in response to the  
27 generation of the two-dimensional scene graph display command, resulting in a display of at  
28 least one two-dimensional image on the graphical display, wherein the at least one two-  
29 dimensional image is associated with~~derived from~~ the at least one two-dimensional object stored  
30 in the local memory.

1 16. (Canceled)

1 17. (Currently Amended) The system of Claim 16, wherein the object radar data is provided by  
2 a radar system and is also associated with at least one of an aircraft and a geometric geographic  
3 feature.

1 18. (Cancelled)

1 19. (Currently Amended) The system of Claim 15, wherein the scene graph command generator  
2 is also for generating a three-dimensional scene graph object command to create a respective  
3 three-dimensional object scene graph data includes at least one two-dimensional object and at  
4 least one three-dimensional object.

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1 20. (Currently Amended) The system of Claim 15, wherein the two-dimensional scene graph  
2 data includes at least one text object, the at least one two-dimensional object includes at least  
3 one text character, and the at least one two-dimensional image includes at least one text character  
4 image.

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1 21. (Canceled)

1    22. (Canceled)

1    23. (Canceled)

1    24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics  
2    circuit module is a three-dimensional graphics circuit card.

1    25. (Currently Amended) The method of Claim 1, wherein the three-dimensional graphics  
2    circuit module is ~~adapted to generate~~generates the entire graphical display via the local  
3    processor.

1    26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics  
2    circuit module is a three-dimensional graphics circuit card.

1    27. (Currently Amended) The method of Claim 8, wherein the three-dimensional graphics  
2    circuit module is ~~adapted to generate~~generates the entire graphical display via the local  
3    processor.

1    28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics  
2    circuit module is a three-dimensional graphics circuit card.

1    29. (Currently Amended) The method of Claim 15, wherein the three-dimensional graphics  
2    circuit module is ~~adapted to generate~~generates the entire graphical display via the local  
3    processor.